
HOUSE CONCURRENT RESOLUTION

SUPPORTING THE DEVELOPMENT OF COLLEGE ESPORTS AT THE UNIVERSITY
OF HAWAII.

1 WHEREAS, electronic sports, more commonly known as esports,
2 are video game competitions, often in organized, multiplayer
3 video games, among professional players, individually, or as
4 teams; and

5
6 WHEREAS, the esports industry is projected to produce over
7 \$1,000,000,000 in global revenue with video game companies being
8 a major driver of jobs in the United States and generating more
9 revenue than the music and film industries combined; and

10
11 WHEREAS, nearly seventy percent of all Americans play video
12 games and over one hundred colleges in North America have
13 started scholarship-based esports programs that foster and
14 develop innovative educational and work opportunities,
15 sportsmanship, discipline, dedication, and awareness and
16 education to avoid unhealthy gaming habits; and

17
18 WHEREAS, the University of Hawaii has been asked to partner
19 with other Pacific-Rim universities in South Korea, China, and
20 the United States that are doing cutting-edge esports research;
21 and

22
23 WHEREAS, a University of Hawaii esports program can promote
24 career development, research, and competition amongst other
25 universities; and

26
27 WHEREAS, the creation of a University of Hawaii esports
28 program seeks to provide educational support for students and
29 establish a connection and pipeline for graduates into the
30 growing digital gaming industry; and
31



1 WHEREAS, a fledgling University of Hawaii esports program
2 is preparing to locate space for a college esports arena with
3 capable computers, consoles, and peripherals in which training,
4 competition, and events can take place; now, therefore,

5
6 BE IT RESOLVED by the House of Representatives of the
7 Thirtieth Legislature of the State of Hawaii, Regular Session of
8 2019, the Senate concurring, that this body supports the
9 University of Hawaii in developing a comprehensive esports
10 program designed to promote students' passion for video games
11 through competition and social interactions, foster personal
12 growth and academic research, and educate and prepare students
13 for opportunities in the video game industry; and

14
15 BE IT FURTHER RESOLVED that certified copies of this
16 Concurrent Resolution be transmitted to the Chairperson of the
17 Board of Regents of the University of Hawaii and President of
18 the University of Hawaii.
19

